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Henley. M. E.
Official Polo Guide.

- 1885 -



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HENLEY'S
" OFFICIAL
POLO GUIDE.



Playing Rules of Western Polo Leagues,

AND NEW YORK, NEW ENGLAND, AND MASSACHUSETTS
POLO LEAGUES,

WITH FULL

INFORMATION AND INSTRUCTIONS FOR PLAYING POLO.

PUBLISHED BY

M. C. HENLEY, 23412

Nos. 523 to 533 North Sixteenth St.

RICHMOND, IND. 24

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INTRODUCTION.

THE HENLEY OFFICIAL POLO GUIDE has been prepared with great care and compiled from all rules recently revised and issued by all leading Polo leagues, and is offered to the public as the very best possible authority for this very popular game.

I endeavor also herein to give all required information and instruction to enable all persons to play the game understandingly and correctly.







POLO.

THE Game of Polo was originally played on horseback, and was a very popular game among the British officers in India fifteen or twenty years ago. It was introduced into this country about a dozen years since, and in New York and several other large cities fine clubs were organized and elegant grounds secured, and the games played attracted much attention and were well patronized.

Polo on roller skates was first played by regular clubs in 1878, and has rapidly increased in public favor, until now every good roller skating rink has a well organized club.

When properly played, Polo is a very exciting and interesting game to both players and spectators. As a proof of this and its great popularity, it is only necessary to call attention to the fact that on nights when Polo is played the

rinks are crowded, not only by skaters, but by people who go only to see the game, which speaks greatly in its favor.

Polo should be played by keeping the ball as much as possible on the surface, and not driving it through the air, as in shinney or base ball. Keeping it upon the floor makes a better and more interesting game, and requires more skill, ability and judgment. A game thus played is without danger to the spectators, a fact which demands consideration, as the future of Polo depends much upon the manner in which it is regarded by the public. If it is looked upon as dangerous, which fact cannot be denied if the ball is knocked about in the air regardless of people in the audience, there will be a popular feeling created against the game, rinks will not draw sufficiently to pay, owners and managers will be obliged to abolish it, and Polo will become extinct.

It is too noble a game to be sacrificed in such a manner by a few who desire to play a rough game by main strength only, without skill or science, upon which depends the future of the game. All roughness must be avoided, and every effort put forth to make it truly scientific; no game will meet with universal approval in which strength and roughness predominate. It

requires study and careful attention, and must be brought within reasonable limits; rough playing may please a few, but it meets with disapproval among the more refined classes, to which the rinks look for their patrons.

The game, as it has been played by some, with sticks heavy enough for base ball bats, and upon skates mounted with small pieces of rubber, which would not turn, and on which the players ran and stopped as readily as if they were in rubber-soled slippers, and were allowed to kneel, sit, or lie down, and stop the ball in any way whatever, was no game of Polo; it was simply a rough-and-tumble game of Hockey, in which the most muscular team usually came out the best.

It is pleasing to note the vast improvements made in the game within a year. Rough playing is being rapidly done away with, and science is taking its place. Light sticks have been adopted; the men must all play upon their skates, which must be of the ordinary rink kind, with no extra fittings, and must be mounted with plain, revolving boxwood rollers. This is a move in the right direction, and is fully appreciated by its admirers.

HINTS.

PREVIOUS to any detailed rules in the game of Polo, a few hints to players may not come amiss, and while intended more especially for the Polo player, the general skater will find something to his interest, and perhaps advancement, in the art of skating.

The art of turning short, stopping, backing, etc., must be learned; a beginner on skates has but little chance with better skaters.

Good judgment and quickness are most required to make a good player; strength is of less consequence. A small man possessing these will completely outplay a much larger and stronger one without them.

A good player must play equally well either right or left handed, as the ball is as likely to be on one side as the other.

One handed playing is recommended, although occasions offer sometimes a better play with both; in such case a player must use his own judgment, and that quickly, as there is seldom much time for consideration.

The tactics employed in foot-ball are of much service to the Polo player.

The ball should be kept upon the surface as much as possible, low play being an important feature of the game. Better and more satisfactory play may be made with passing and light work upon the surface than hard hitting and batting the ball into the air. The aim in Polo is to interest the spectators, hence you should endeavor in every way to please them. They do not appreciate a game in which they are momentarily expecting to be struck by the ball.

It is much better to keep the ball well in hand with gentle and light work, and when hard pressed pass it to another player of your own side, than to go knocking it about at random and playing without much care or calculation, as it is more likely to fall into an opponent's hands than those of your own men.

Do not strike or injure a player if it can possibly be avoided.

New players are apt sometimes to commit fouls unintentionally through force of habit or excitement by throwing up their hands to stop a ball which may pass near them; this should be avoided, as it scores against them if they succeed in touching the ball in any such way.

There is also a strong inclination to strike the

ball after you have slipped down, which is also a foul. The first thing to do after slipping so as to touch the surface is to regain your feet before attempting any play.

Avoid all ill feeling, and if you get hit, and it be accidentally, do not seek to retaliate, but let it pass without notice; if it be intentionally, report it at once to the referee, to whom all complaints should be made, and whose duty it is to settle all points of dispute.

Whenever a discussion arises all the players should fall back and let the matter be settled between the respective captains, judges, and referee, unless called upon by the referee.

Gloves on the right hand effectually protect the knuckles and back of the hand against bruises.

Most goals are made by knocking the ball from one side of the rink through the goal, just inside and close to the post on the same side. The reason for this is that it is the most difficult part to guard, as it is almost impossible for the goal tender to get close enough so that there will not be a small space between him and the goal post. He should be constantly on the watch, and as soon as the ball passes to one side advance a little and face toward the ball. Whenever the ball passes back of the goal, the goal

tender must be sure and step back of the goal line, so that if the ball is struck through from the back it cannot hit his skates or person, and rebound across the line from the front. But as soon as the ball is moved front of the goal again he must change quickly and cover the line from the front, for if he is back of the line and the ball struck from the front strikes his person it is a goal.

Do not try to rush a goal unless there is a fair chance of success. Better keep the ball in the hands of your own men near your opponents' goal until an opportunity presents itself; then take the risk of a chance hit.

A carom on the side of the rink is of much service, especially when hard pressed. It often deceives and bothers your opponents, who are not expecting it, and do not know at what angle the ball will rebound.

Blocking, when properly done, is a valuable point, but should be accomplished without roughness. In doing it do not run into a player under any circumstances, but simply place yourself in his way so that he cannot go in the direction he desires. It is an easy matter if he is going for the ball, as he will naturally take a straight course; but if he has the ball already in his possession it will be somewhat harder, as he

will be on the lookout. If you are playing the ball, always endeavor to keep yourself between the ball and any opponent who may charge in for a tussle; by so doing you will effectually block him and often save the ball, when perhaps otherwise you would have lost it.

In facing for the ball the players must stand with their backs to the side of the rink and facing the ball, one on each side, with their sticks generally touching the ball, and at the signal commence play by tussling for it; the other players taking whatever position they choose. By this means one player has no advantage over the other, except what he may possess by superior skill, quickness, or agility.

There are many little tricks which may be used in facing, and which become apparent to a man as he plays, such as passing the ball through your own or your opponent's legs for one of your own men to take, scooping it over his stick, etc. As a rule the player facing cannot play the ball far, as he is apt to be hard pressed, so that the sooner he passes it to another who has a more open chance the better.

For hard, direct hitting, turn the stick slightly so as to bring the convex side in contact with the ball.

If the ball is in a position that does not per-

mit a straight stroke, it should be struck with the concave side, with a sort of hooking motion, in which with practice one may become very expert.

To take a ball when being knocked across the floor and turn it from its course to that of another, use the concave side, as it is much surer and more under control of the player.

There is also a way of striking almost straight down upon the ball, by which it may be moved a little in any direction desired. This is a very good play at times, when the ball is surrounded, or there is a player in the way of a side stroke, as it brings the ball out where you can get a more open chance at it, and gives your opponents no idea in what direction it is going. This is a play that requires skill and practice, but when once acquired is very useful, as it is entirely under the control of the player.

Many little scoops may be brought into play by which the ball may be slightly lifted off the floor so as to pass over an opponent's stick or skates. To do this place the crook of the stick on the floor with the concave side against the ball, then without withdrawing it, make a scooping motion, in the direction in which the ball is desired to go, which if properly done will cause the ball to rise a few inches and drop to

the floor again, a little in advance, according to the amount of force put into the effort. If it is desirable to lift the ball still higher or with more force, use the convex side very much as you would a shovel.

In playing the game do not try to do too much individual work, but pass the ball from one to another.



TECHNICAL TERMS USED IN POLO.

BALL OUT.—Whenever the ball leaves the playing surface and remains there.

BLOCKING.—Getting in the way of a player and preventing his getting the ball or making play.

CAROM.—The ball striking the side of the rink or any obstacle and rebounding.

DRAW.—A game in which neither team wins the prescribed number of goals.

FACING.—Two players, one from each team, taking positions, one on each side of the ball, (generally with the sticks touching it), which has been placed for play after a call of foul, ready to commence play at the signal.

FOUL.—A liberty taken by a player during a game which is forbidden by the rules.

GAME CALLED.—The game suspended at any time by the referee.

GOAL.—The passage of the ball through the goal under the prescribed restrictions.

PASSING.—Playing the ball to another player of the same side.

PLAY.—The time in which the teams are actively engaged upon the floor; also the act of manœuvring the ball.

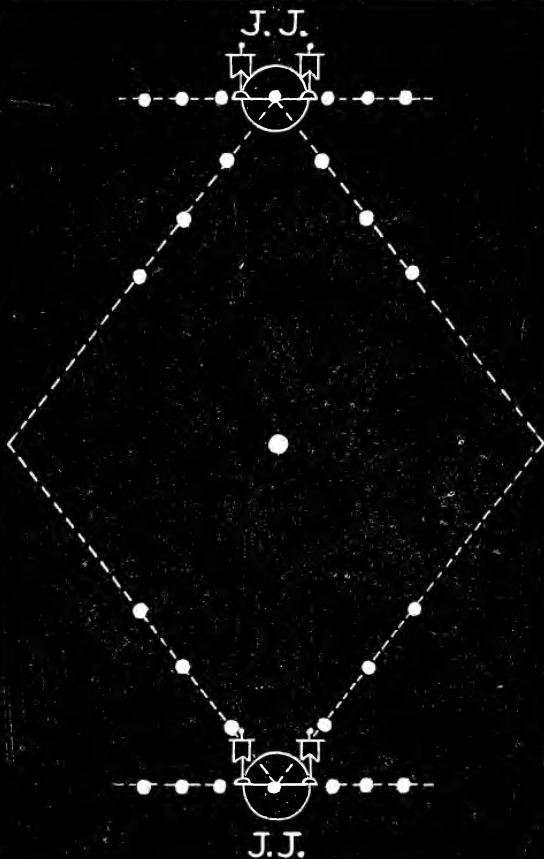


DIAGRAM OF POLO SURFACE.

EXPLANATION OF DIAGRAM.

The illustration shows the two methods of laying off a surface for Polo now in general use; but as rinks differ so much in size and shape it is impossible to give any arbitrary rule. Each one marks his rink as best suits its size and shape, but experience has shown that usually one or the other of these two methods is the best, although it may sometimes be desirable to make some variations, which may be decided upon by the managers.

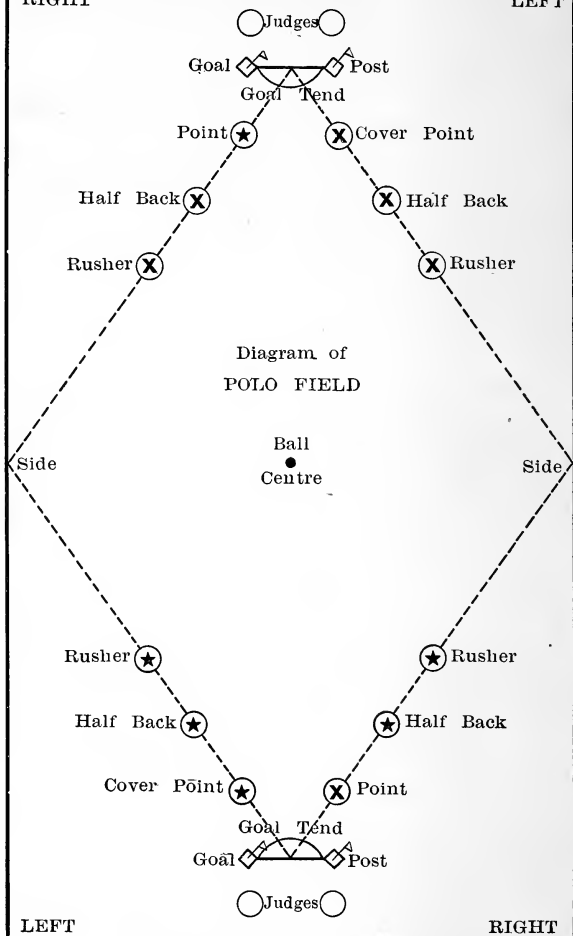
The only positive rule is to be sure to have the spots at one end to correspond exactly with those at the other as regards position, advantages, etc.

By looking at the diagram there will be seen fourteen spots at each end near each goal (which represent the stations for players before the signal is given to charge the ball). This was done for convenience, so that the two methods might be shown in one diagram. Seven spots are used, one for each man, and should be plainly marked, as also should be the goal line, goal circle, and a line around the base of each goal post.

If the rink is large, use the six spots in advance of each goal for the players to charge from, but if small use the six on the line with the goal posts.

RIGHT

LEFT



CONSTITUTION AND BY-LAWS,

USUALLY ADOPTED BY POLO CLUBS.



ARTICLE I. The Association shall be known as ———.

ART. II. The object of the Association shall be the encouragement of generous rivalry among clubs in the development of skill and interest in the game of polo on roller skates.

ART. III. Any club shall be eligible to membership in the Association whose individual members are selected by the tests of good moral character and gentlemanly bearing.

ART. IV. The officers of the Association shall consist of a President, Vice-President, Secretary, Treasurer, and two Directors, who shall also constitute the Executive Committee.

ART. V. No one of these articles shall be altered, amended, or rescinded, except by a two-thirds vote of the clubs which are active members of the Association, and the Executive Committee, who shall have the same rights in voting as active clubs.

ART. VI. The annual meeting of this Association shall be held in——, on the——, at which all officers shall be chosen by ballot.

BY-LAWS.

ARTICLE I. The Executive Committee shall manage the affairs of the Association, fill such vacancies as may occur in the offices of the Association until the time of the next annual meeting, and decide and regulate the admission of new clubs.

ART. II. A quorum of the Executive Committee shall consist of three members.

ART. III. The Executive Committee shall for their government make by-laws, rules, and regulations from time to time, and inquire into and report upon all infractions of the rules and regulations of the Association, by any of the clubs belonging to it.

ART. IV. The President, or, in his absence, the Vice-President, shall preside at all the meetings of the Association, and shall authorize the call of all meetings of the Executive Committee, upon the request of any three members of the committee.

ART. V. The Secretary of the Association shall notify each member of the Executive Committee of its meetings, and each member of the Association of every meeting of the Association.

ART. VI. The Treasurer shall have charge of all the funds of the Association, and shall pay all bills approved by two members of the Executive Committee, who shall be selected by the Executive Committee as a finance committee.

ART. VII. All games shall be played under the rules adopted by the — League of Polo Clubs; no club playing under other rules shall be allowed to enter or retain its membership in this Association, and no game shall be played by any league club during the championship season, except on schedule dates.

ART. VIII. The active clubs of the Association shall be those selected by the Executive Committee to compete for the prizes in the league tournament offered by the Association, which for the season of — shall consist of — clubs.

ART. IX. All other clubs joining this Association shall be entitled to all its privileges and to vote on all questions, excepting those relating to changes in the constitution and by-laws.

ART. X. Immediately after each match, the Secretary of the winning club shall prepare a summary of the contest, which shall contain the names of the players, referee, judges, and time-keeper, the number and order of goals

won by each team, and the time occupied in playing for each goal, which shall be indorsed by the referee and promptly mailed to the Secretary of the league.

ART. XI. If after the completion of a game, and the decision of a referee, either club has reasonable cause for dissatisfaction with the rulings of the referee, they may, by submitting a formal complaint to the Executive Committee, signed by the captain of the team, stating their reasons for the complaint, have the matter decided by the Executive Committee; but no club shall have the right to enter a complaint that does not abide by the decision of the referee, and play the game out under his direction. Any club refusing to complete a game shall be liable to expulsion.

ART. XII. No rink manager belonging to the — League of Polo Clubs is allowed to engage any player connected with any other club in said league without such player has been granted a written release from the manager of the rink with which he has been connected.

PLAYING RULES.

WESTERN LEAGUE RULES.

RULE 1. Each team shall consist of seven players, to be designated as follows: One goal tend, two half-backs, one cover-point, one point, two rushers.

RULE 2. The ball shall be the Henley Regulation Polo Ball. The sticks shall not exceed four feet in length or one inch in diameter, and shall not exceed sixteen ounces in weight.

RULE 3. The goals shall be the Henley cage goal, and shall be three feet in height, and six feet in width, and the front end of the cage shall be placed not less than ten feet from the end of the surface; or the goals may be composed of two upright posts, three feet high, and not more than two inches in diameter, set in bases not over ten inches in diameter and two inches thick. They shall be placed in line, six feet apart, measuring from the posts, and not less than ten feet from the end of the surface.

RULE 4. No person shall play a championship match who has played on any other team within thirty days previous to the match, and he

must also have been a regular member of the team during the above time, unless by consent given, in the presence of the referee, by the captains.

RULE 5. No player except the goal tend shall be allowed within the circle, the diameter of which shall be the distance between the goal posts, except at such times as the ball may be within the said circle. Only one person shall tend goal at a time.

RULE 6. There shall be a referee, chosen by the captains, two judges for each side, and a time keeper. A judge from each side shall stand behind each goal. No person but the players, referee and judges shall be permitted on the surface during the match unless assistance is to be rendered in case of accident, or unless by mutual consent of the captains contending, or unless upon mutual invitation of the captains and referee. The referee shall start and call the game, and settle all disputed points. If a championship match is prolonged, and neither side is adjudged a winner, he shall call the game and postpone the match to some definite time within thirty days. The judges at each goal shall determine when a goal is won, except in case of disagreement between them, and then the referee may determine the matter.

RULE 7. The referee shall toss for the posi-

tion of the teams in presence of the captains, and the positions shall be reversed after each goal.

RULE 8. To start the game, the ball shall be placed at the middle of a straight line drawn through the center of each goal, and at the whistle of the referee shall be charged upon by a player from each team.

RULE 9. To constitute a championship match three out of five goals must be won by one of the competing teams, unless a different agreement be made by the captains, in presence of the referee, previous to the beginning of the match. Unless a goal be won meantime the referee shall call game at the end of a half hour. The rests between goals or when play is called at the half hour limit shall not be over five minutes. If three out of five goals be the game played, if at the final call of game by the referee one team shall have won the majority of goals to none for the other, the winners of the majority shall be called winners of the match. If there be a postponement by the referee the match shall be renewed where it terminated, but the personnel of such team must be the same.

RULE 10. A goal is won by the passage of a ball from the front, between the goal posts

below the top of the same. If by accident one or both of the goal posts should be knocked over, and it is apparent that the ball passed through the proper bounds, it shall be a goal.

RULE 11. If the ball go out of bounds the referee shall blow his whistle to call game, and place the ball at the point opposite where it went out, at least four feet from the rail. In re-commencing play, the players must stand in position to knock the ball lengthwise of the surface, with their backs toward the sides.

RULE 12. Game shall be called by the referee whenever a foul occurs, or whenever one is claimed, unless the referee is satisfied, by his own observation at the moment, that no just claim exists. Upon a claim of foul if game is to be renewed, the ball must be placed where the foul occurred.

RULE 13. It shall be deemed a foul: 1, If any player stop or strike the ball when any part of his person is touching the surface; 2, If any player catch or bat the ball with his hands or arms; 3, If any player, save the goal tend, who may do so, kick the ball with his foot or skate, though he may stop the ball with either; 4, If any player strikes down the stick of his opponent, or if any player trip or strike another

intentionally, or if any player throw his stick at the ball or in the pathway of a player.

RULE 14. Any act by any player that is manifestly intended as an unwarrantable interference by one player with another may be declared a foul by the referee, upon complaint by the captain of the offended side.

RULE 15. Three fouls, other than when the ball leaves the bounds, made by either side during a contest for a goal, shall constitute a goal for the opposing side.

RULE 16. If the referee decide that a foul by the goal tend prevented a goal from being made, it shall be adjudged as a goal for the opposite team.

RULE 17. If any club refuses to abide by the decision of the referee, which, in all cases, shall be final, the game shall be declared forfeited to the opposing club.

RULE 18. In case of an injury to any player, a substitute may be appointed. The men must all play upon their skates, which must be of the ordinary rink or club kind, with no extra fittings, and must be mounted with plain revolving boxwood rollers.

RULES OF THE OHIO VALLEY LEAGUE,
ADOPTED 1885.

RULE 1. Each team shall consist of seven players, to be designated as follows: One goal-tend, two half-backs, one cover-point, one point, and two rushers.

RULE 2. The ball shall be the regulation rubber-covered polo ball. The stick shall not exceed four feet in length, or one inch in diameter, and shall not exceed sixteen ounces in weight. The crook of the stick shall not be covered with any twine, leather, or metallic substance.

RULE 3. The goal shall be the cage goal, and shall be three feet in height and six feet in width, and the front end of the cage shall be placed not less than ten feet from the end of the surface.

RULE 4. Only one person shall tend goal at a time.

RULE 5. With the center of the goal line as a center, a half circle shall be described, whose radius shall be three feet. It shall be drawn in front of the goal line, and *no* player *on either side*, save the goal-tend, who is guarding the goal, shall be allowed inside the circle, except

at such times as the ball may be within said circle.

RULE 6. There shall be an official referee, and also two official time-keepers, one from each club. No person but the referee shall be permitted on the surface during a match, unless assistance is to be rendered in case of accident.

RULE 7. The referee shall toss for the positions of the teams in the presence of the captains, and the positions shall be reversed after each goal. He shall also start and call game, and settle all disputed points. If a match is prolonged and neither side adjudged winner, he shall call the game and postpone the match until some definite time within thirty days. If there be a postponement by the referee, the match shall be played over again and the personnel of each team shall be the same.

RULE 8. To start the game the ball shall be placed in the center of a straight line drawn through the center of each goal; the referee shall give a warning whistle before the ball is spotted, and the starting whistle shall be blown without any *visible* motion. In case either rusher starts before the whistle is blown, both clubs shall be recalled and another start made. In all cases the rusher must start from a point on the left hand side of the goal; only one

player from each team shall charge on the ball at the start.

RULE 9. To constitute a match, three out of five goals must be won by one of the competing teams, unless a different agreement be made by the captains, in presence of the referee, previous to the beginning of the match. The rests between goals shall not exceed five minutes. The actual playing time shall be thirty minutes. If at the end of a half hour, neither team has the required number of goals, the one having the majority shall be declared the winner.

RULE 10. A goal is won by the passage of the ball into the cage, where it must remain until removed by the referee. If any player shall interfere with the ball when it is in the cage, or remove or attempt to remove the ball from the cage, the goal shall be given to the opposing team, and he shall be ordered off the floor, and no substitute shall be allowed in his place.

RULE 11. If the ball go out of bounds, the referee shall blow his whistle to call time and place the ball at a point opposite where it went out, four feet from the rail, and blow warning and starting whistles to commence play.

RULE 12. Game shall be called by the referee whenever a foul occurs, or whenever a foul

is claimed, unless the referee is satisfied from his own observations at the moment that no just claim exists. Game shall be called by the referee whenever any player calls for time on account of injury to himself; but whether game be called or not, either for foul or injury, the play shall not be considered stopped until referee's whistle is blown. Upon claim of foul the ball shall be placed where the foul occurred. Game shall not be called on account of injury to skates or in case they should come off.

RULE 13. It shall be deemed a foul: 1, If any player stop or strike the ball when any part of his person is touching the surface; 2, If any player catch, bat, or play the ball with his hands or arms; 3, If any player, except the goal-tend, who may do so, kick the ball with his foot or skate, though he may stop it with either; 4, If any player strike down upon the stick of an opponent; 5, If any player push his stick between another player's arms and body; 6, If any player trip or strike another player intentionally; 7, If any player throw his stick at the ball or in the pathway of another player; 8, If any player run against another and knock him down intentionally, or pull another with his hands.

RULE 14. A referee shall not make known

his assignment for a contest before he reports for duty at the place of such contest.

RULE 15. If the referee decide a foul prevented a goal from being made, it shall be adjudged a goal for the opposite side.

RULE 16. If any club refuse to abide by the decision of the referee, which in all cases shall be final, the game shall be forfeited to the opposing club.

RULE 17. In case of injury to any player, one of the regular substitutes may take his place.

RULE 18. Any player who shall show conduct unbecoming a gentleman, during the progress of a league game, shall be removed from the surface by the referee and suspended from further playing until after a hearing by the Executive Committee.

RULE 19. No roller but boxwood or hermetic shall be used in a championship match.

RULE 20. Before each game the referee shall examine the skates of both clubs, and if any member of either club should have skates infringing on Rule 19, he shall be ordered off the floor and no substitute allowed in his place.

RULE 21. When a dispute arises on the floor, the members of both teams, except the two captains, shall fall back to their places, and take no

part in the discussion, unless called upon by the referee.

RULE 22. If for any reason the league schedule game cannot be played, an exhibition game shall be played, and any club refusing to play such game shall forfeit its rights and privileges in the league.

RULE 23. In case of injury to any player, one of the regular substitutes may take his place, and in case of sickness or inability of the regular substitute, any substitute may be selected, with the consent of the opposing captain, given in the presence of the referee.

RULE 24. If any club refuses to play a schedule game, or to abide by the decision of the referee, which in all cases shall be final, they shall forfeit the game and be liable to expulsion from the league.

RULE 25. All games shall be called before 9 P. M., unless unavoidable delays occur.

RULE 26. Before charging for the ball, the opposing sides shall be upon a line with the mouth of their respective goals, and the men that charge the ball shall start from spots three feet to the left of the end of the mouth of the goal.

RULE 27. The Executive Committee shall have power to suspend or dismiss any referee for cause and appoint a new one in his place.

RULE 28. Any or all of the above rules may be changed by a two-thirds vote of the clubs who are active members of the league and the Executive Committee, who shall have the same right in voting as the clubs.

RULES OF THE NEW ENGLAND LEAGUE,

**And used by nearly all prominent Clubs
throughout the United States.**

RULE 1. Each team shall consist of seven players, to be designated as follows: One goal-tend; two half-backs; one cover-point; one point; two rushers.

RULE 2. The ball shall be the regulation rubber-covered polo ball. The sticks shall not exceed four feet in length, or one inch in diameter, and shall not exceed sixteen ounces in weight.

RULE 3. The goal shall be the cage goal, and shall be three feet in height and six feet in width, and the front end of the cage shall be placed not less than ten feet from the end of the surface. Or the goals may be composed of two upright posts, three feet high, and not more than two inches in diameter, set in blocks not over ten inches square and two inches thick. They shall be placed in line, six feet

apart, measuring from the posts, and not less than ten feet from the end of the surface.

RULE 4. No person shall play in a championship match who has played on any other team in a championship match within thirty days previous to the match; and he must also have been a regular member of the team during the above time, unless by consent given, in the presence of the referee, by the captains.

RULE 5. Only one person shall tend goal at a time.

RULE 6. No player except the goal tend shall be allowed within a circle, the diameter of which shall be the distance between the goal posts, except at such times as the ball may be within said circle.

RULE 7. There shall be a referee, chosen by the captains, two judges for each side, and a time-keeper. A judge from each side shall stand behind each goal. No persons but the players, referee and judges shall be permitted on the surface during a match, unless assistance is to be rendered in case of accident, or unless upon mutual invitation of the captains and referee. The referee shall start and call the game, and settle all disputed points. If a championship match is prolonged and neither side is adjudged the winner, he shall call the game and postpone

the match to some definite time within thirty days. The judges at each goal shall determine when a goal is won, except in case of a disagreement between them, and then the referee may determine the matter.

RULE 8. The referee shall toss for the positions of the teams in presence of the captains, and the positions shall be reversed after each goal.

RULE 9. To start the game, the ball shall be placed at the middle of a straight line drawn through the center of each goal, and at the whistle of the referee shall be charged upon by a player from each team.

RULE 10. To constitute a championship match three out of five goals must be won by one of the competing teams, unless a different agreement be made by the captains, in presence of the referee, previous to the beginning of the match. Unless a goal be won meantime, the referee shall call game at the end of each half hour. The rests between goals, or when play is called at the half hour limit, shall not be over five minutes. If three out of five goals be the game played, if, at the final call of game by the referee, one team shall have won two goals to none for the other, the winners of the two goals shall be considered winners of the match. If

there be a postponement by the referee, the match shall be renewed where it terminated; but the personnel of each team must be the same.

RULE 11. A goal is won by the passage of the ball from the front, between the goal posts below the top of the same. If by accident, one or both of the goal posts should be knocked over, and it is apparent that the ball passed through the proper bounds, it shall be a goal.

RULE 12. If the ball go out of bounds the referee shall blow his whistle to call game, and place the ball at the point opposite where it went out, at least four feet from the rail. In recommencing play, the players who do so must stand in position to knock the ball lengthwise of the surface, with their backs toward the sides.

RULE 13. Game shall be called by the referee whenever a foul occurs, or whenever one is claimed, unless the referee is satisfied, by his own observation at the moment, that no just claim exists. Upon a claim of foul, if game is to be renewed, the ball must be placed where the foul occurred.

RULE 14. It shall be deemed a foul: 1, if any player stop or strike the ball when any part of his person is touching the surface;

2, if any player catch or bat the ball with his hands or arms; 3, if any player, save the goal-tend, who may do so, kick the ball with his foot or skate, though he may stop the ball with either.

RULE 15. Any act by any player that is manifestly intended as an unwarrantable interference by one player with another, may be declared a foul by the referee, upon complaint by the captain of the offended side.

RULE 16. Three fouls, other than when the ball leaves the bounds, made by either side, during a contest for a goal, shall constitute a goal for the opposing side.

RULE 17. If the referee decides that a foul by the goal-tend prevented a goal from being made, it shall be adjudged as a goal for the opposite team.

RULE 18. If any club refuses to abide by the decision of the referee, which, in all cases, shall be final, the game shall be declared forfeited to the opposing club.

RULE 19. In case of an injury to any player a substitute may be appointed.

RULE 20. All games shall be played upon regular rink skates, without any extra appliances, and having plain revolving boxwood rollers, and no others will be allowed.

RULES FOR THE NEW YORK LEAGUE.

RULE 1. Each team shall consist of six players, to be designated as follows: One goal-tend, two half-backs, one cover-point, two rushers.

RULE 2. The ball shall be the regulation rubber-covered polo ball.

RULE 3. The sticks shall not exceed four feet in length, and one and one-eighth inches diameter, or sixteen ounces in weight.

RULE 4. The goal shall be the cage goal, and shall be three feet in height, and six feet in width, and the front end of the cage shall be placed not less than ten feet from the end of the surface. Or the goal may be the regulation goal, three feet high and five feet long.

RULE 5. No person shall play in a championship match who has played in any other team in this association in a championship match within thirty days previous to the match, and he must also have been a regular member of the team not less than fifteen days before said match, unless by consent given, in the presence of the referee, by the captains.

RULE 6. No player, except the goal-tend, shall be allowed within a semi-circle plainly indicated in front of the goal, the radius of which must be five feet from the center of the goal

line, except at such times as the ball may be within the said semi-circle.

RULE 7. There shall be an official referee, and also a time-keeper. No person but the players and referee shall be permitted on the surface during the match, unless assistance is to be rendered in case of accident, or unless upon mutual invitation of the captains and referee. The referee shall start and call the game, and settle all disputed points. If a championship match is prolonged, and neitcher side adjudged a winner, he shall call the game, and postpone the match to some definite time within thirty days.

RULE 8. There shall be a corps of official referees, appointed by the Board of Directors. If an official referee fails to appear at any game, there shall be a referee appointed by the manager of the home rink, but said referee must not be connected in any way with said home rink.

RULE 9. The referee shall toss for positions of the team in the presence of the captains, and the positions shall be reversed after each goal.

RULE 10. To start the game the ball shall be placed in the middle of a straight line drawn through the center of each goal, and at the whistle of the referee shall be charged upon by a player from each team.

RULE 11. To constitute a championship match, three out of five goals must be won by one of the competing teams, unless a different agreement be made by the captains, in presence of the referee, previous to the beginning of the match. Unless a goal be won meantime, the referee shall call game at the end of each half hour. The rest between goals, or when play is called at half-hour limits, shall not be over five minutes. If three out of five goals be the game played, if at the final call of game by the referee, one team shall have won two goals to none for the other, the winners of the two goals shall be considered the winners of the match. If there be a postponement by the referee, the match shall be renewed where it terminated; but the *personnel* of each team must be the same.

RULE 12. A goal is won by the passage of the ball between the goal posts.

RULE 13. If the ball go out of bounds, the referee shall blow his whistle to call game, and place the ball opposite the point where it went out, at least four feet from the rail. In recommencing play, the players who do so must stand in position to knock the ball lengthwise of the surface, with their backs toward the sides.

RULE 14. Game shall be called by the referee whenever a foul occurs. Upon the re-

newal of a game the ball must be placed where the foul occurred.

RULE 15. It shall be deemed a foul: 1, if any player stop or strike the ball when any part of his person is touching the surface; 2, if any player catch or bat the ball with his hands or arms, though he is permitted to stop the ball with either his skates, hands, arms, or any part of his person; 3, if any player kick the ball with his foot or skate; 4, if any player intentionally avoid Rule 6.

RULE 16. Any act by any player that is manifestly intended as an unwarrantable interference by one player with another may be declared a foul by the referee from his own observation, or upon complaint by the captain of the offended side.

RULE 17. Three fouls, other than when the ball leaves the bounds, made by either side during a contest for a goal, shall constitute a goal for the opposite side.

RULE 18. If a dispute shall arise upon the surface, it shall be settled by the referee and the two captains. The players shall immediately resume their positions on the floor, and take no part in the discussion unless called upon by the referee.

RULE 19. If the referee decides that a foul

is made in the goal by the goal-tend, or by any player taking his place for the time being, it shall be adjudged as a goal for the opposite team.

RULE 20. If any club refuses to play a schedule game, or to abide by the decision of the referee—which, in all cases, shall be final—they shall forfeit the game, and be liable to expulsion from the league.

RULE 21. In case of an injury to any player, a substitute may be appointed.

RULE 22. The skates of each club shall be examined by the referee before the game commences. No player shall be allowed to leave the surface, except in case of injury, without permission of the referee. When any player or his substitute returns to the floor, his skates shall again undergo inspection by the referee.

RULE 23. In the event of any player acting in an ungentlemanly manner sufficient to attract the attention of the audience, he may be ordered from the surface by the referee, and no substitute shall be allowed in his place.

RULE 24. All championship games shall be commenced with a new regulation League ball, taken from a sealed box, bearing the signature of the Secretary of the League, by the referee of the game, in the presence of the audience. The winning team shall be the possessor of the ball.

RULES OF MASSACHUSETTS LEAGUE.

RULE 1. Each team shall consist of six players, to be designated as follows: One goal-tend, one half-back, one cover-point, one point, two rushers.

RULE 2. The ball shall be the regulation rubber-covered polo ball. The sticks shall not exceed four feet in length or one inch in diameter, and shall not exceed twelve ounces in weight. The crook of the stick shall not be covered with any leather, twine, or metallic substance.

RULE 3. The goal shall be the cage goal, and shall be three feet in height and six feet in width, and the front end of the cage shall be placed not less than ten feet from the end of the surface. Or the goal may be composed of two upright posts, three feet high, and not more than two inches in diameter, set in blocks not over ten inches square and two inches thick. They shall be placed in line, six feet apart, measuring from the posts, and not less than ten feet from the end of the surface.

RULE 4. Only one person shall tend goal at a time.

RULE 5. With the center of the goal line as a center, a half circle shall be described whose radius shall be three and one-half feet. It shall be drawn in front of the goal line, and no player,

on either side, save the goal-tend who is guarding the goal, shall be allowed inside the circle.

RULE 6. The Executive Committee shall appoint official referees. No person except the players and referee shall be permitted on the surface unless assistance is to be rendered in case of accident, or upon mutual invitation of the captains and referee. The referee shall start and call the game, and settle all disputed points. If a match is prolonged, and neither side adjudged the winner, he shall call the game, and postpone the match to some definite time within thirty days. If there be a postponement by the referee, the match shall be played over again, the *personnel* of each club being the same.

RULE 7. The referee shall toss for the position of the teams in presence of the captains, and the positions shall be reversed after each goal. The home club shall escort the visiting club to their goal. The players shall skate in line to a line even with the goal, and at a whistle from the referee shall proceed to the spots marked on the surface. The players shall occupy relatively the same positions in each rink, starting from spots on the floor.

RULE 8. To start the game the ball shall be placed at the center of a straight line, drawn through the center of each goal, the referee

shall give a warning whistle before the ball is spotted, and the starting whistle shall be blown without any visible motion. In case either rusher starts before the starting whistle is blown, both clubs shall be recalled by the referee, and another start made, and so continued until both rushers start at the same time. In all cases the rusher must start from the left hand side of his goal.

RULE 9. To constitute a match, three out of five goals must be won by one of the competing teams. The rests between goals shall not be longer than is absolutely necessary for the players to get into position.

RULE 10. A goal is won by the passage of the ball into the polo goal, and its remaining there.

RULE 11. If the ball go out of bounds, the referee shall blow his whistle to call the game, and place the ball at the point opposite where it went out, four feet from the rail. In recommencing play, the players who do so must stand with their backs toward the sides, but may knock the ball in any direction they choose.

RULE 12. Game shall be called by the referee whenever a foul occurs, or whenever one is claimed, unless the referee is satisfied by his own observation at the moment that no just

claim exists. Game shall also be called by the referee whenever any player calls for time on account of injury to himself, clothing, sticks, or skates; but whether the game be called either for foul or injury, the play shall not be considered stopped until the referee's whistle is blown. Upon claim of foul, the ball shall be placed where the foul occurred.

RULE 13. If a goal is claimed and disallowed by the referee, and the game is to be renewed, the ball shall be placed upon the spot from whence it was struck.

RULE 14. It shall be deemed a foul: 1, if any person strike or stop the ball while any portion of his person is touching the surface; 2, if any person catch, bat, or otherwise play the ball with his hands or arms; 3, if any player, save the goal-tend, who may do so, kick the ball with his foot or skate, though he may stop the ball with either; 4, if any player strike down upon the stick of an opponent; 5, if any player push his stick between another player's legs, or between his arms and body; 6, if any player trip or strike another intentionally; 7, if any player throw his stick at the ball, or in the pathway of another player; 8, if any player run against another and knock him down intentionally, or pull another with his hands; 9, if any

player run into an opponent's goal; 10, if any player call time for any other reason than those given above.

RULE 15. Any act, by any player, that is manifestly intended as an unwarrantable interference by one player with another, must be declared a foul by the referee, upon complaint of any player of the offended side, or upon coming to the notice of the referee.

RULE 16. Three fouls, other than when the ball leaves the surface, made by either side during a contest for a goal, shall constitute a goal for the opposite side.

RULE 17. If the referee decide that a foul prevented the goal from being made, it shall be adjudged as a goal for the opposite side.

RULE 18. If any club refuse to abide by the decision of the referee, which in all cases shall be final, the game shall be forfeited to the opposing club.

RULE 19. In case of injury to any player, one of the regular substitutes may take his place, and in the event of sickness or inability of any substitute to be present, any player may be selected, with the consent of the opposing captain, given in presence of the referee.

RULE 20. Any player who shall use vulgar or improper language, or be in any way boister-

ous or ungentlemanly, or who shall show signs of intoxication during the progress of any tournament game, shall be removed from the surface by the referee, and suspended from further playing until after a hearing by a disinterested committee of three, appointed by the League.

RULE 21. The skates shall be fitted with common boxwood rollers, which shall turn freely upon the spindles. They shall not be plugged, rosined or sanded, *or differ in any way* from the common skates. No appliance of any kind for stopping or starting shall be allowed on either shoe or skate, and no player shall wear a shoe beyond his ordinary length.

RULE 22. Before each game the referee shall examine the skates of both clubs carefully, and if any member of either club shall have skates that violate the above rule, the referee *shall* award the game to the opposing club. In case both clubs violate Rule 21, they shall both forfeit a game from their total list. No player shall leave the surface after the referee's examination except by permission of the referee, and his skates shall be re-examined upon returning.

RULE. 23. Any club violating any of the above rules, shall forfeit the game at the discretion of the referee.

RULE 24. Any player who fights, swears, brawls, or behaves in any ungentlemanly manner, so as to attract the notice of the public, shall be ordered from the floor by the referee, and a substitute put on in his place, or in case no substitute is present, the game shall be played with the remaining men.

RULE 25. When the audience behave in a rude and boisterous manner toward a visiting club, the referee shall stop the game, and the play shall not proceed until the visitors are treated in a respectful manner.

RULE 26. When a dispute arises on the floor, the members of both teams, except the two captains, shall fall back to their places, and take no part in the discussion whatever, unless called upon by the referee.

RULE 27. The goal tender shall not play habitually in any other than an upright position, nor shall he fall down to stop a ball.

RULE 28. If for any reason the league scheduled game is not played, an exhibition game shall be played, and any club refusing to play such game shall forfeit its right and privileges in the league.

RULE 29. No man shall be a member of, or play with any other than his regular league club.

RULE 30. The Secretary of each club shall

send to the Secretary of the Association names of its members, not to exceed ten men, and they shall be recorded by the Secretary of the Association as the regular members of said club. Any club may add new members to fill existing vacancies, but they shall not be taken from any other league club. The names of the new members shall be forwarded to the Secretary of the League *at once*, together with the names of the players who have withdrawn.

RULE 31. The Arbitration Committee shall have the power to suspend or dismiss any referee for cause, and appoint a new one in his place; but such suspension or dismissal shall not affect any of his decisions.

RULE 32. Any or all the above rules may be changed by the Executive Committee.

OFFICIAL REVISED RULES OF 1885,

As Adopted by the New England, Southern New England, and Western New England Leagues of Polo Clubs.

RULE 1. Each team shall consist of six players, to be designated as follows: One goal-tend, two half-backs, one cover-point, two rushers.

RULE 2. The ball shall be the regulation rubber-covered polo ball.

RULE 3. The sticks shall not exceed four feet in length, or one inch and one-eighth in diameter, or fifteen ounces in weight. The crook of the stick must be covered with leather, but no metallic substance will be allowed near that end of the stick.

RULE 4. The goal shall be the cage goal, three feet high and six feet long.

RULE 5. In playing a game, the front of the cage must be not less than ten feet from the end, and equi-distant from the sides of the playing surface of the rink.

RULE 6. No person shall play in a championship match who has played on any other team in this association, in a championship match, within thirty days previous to the match, and he must also have been a regular member of the team not less than fifteen days before said match, unless by consent, given in the presence of the referee, by the captains.

RULE 7. No player except the goal-tend shall be allowed within a semi-circle plainly indicated in front of the goal, the radius of which must be three feet from the center of the goal line, except at such times as the ball may be within said semi-circle.

RULE 8. There shall be an official referee, and also a time-keeper. No person but the players and referee shall be permitted on the surface during a match, unless assistance is to be rendered in case of accident, or unless upon mutual invitation of the captains and referee. The referee shall start and call the game, and settle all disputed points. If a championship match is prolonged, and neither side is adjudged a winner, he shall call the game and postpone the match to some definite time within thirty days.

RULE 9. There shall be a corps of official referees appointed by the Executive Committee. The expense of an official referee shall be paid by the manager of the rink in which the game is played. If an official referee fails to appear at any game, there shall be a referee appointed by the manager of the home rink, but said referee must not be connected in any way with said home rink.

RULE 10. The referee shall toss for the position of the teams in presence of the captains, and the positions shall be reversed after each goal.

RULE 11. To start the game, the ball shall be placed at the middle of a straight line drawn through the center of each goal, and at the

whistle of the referee shall be charged upon by a player from each team.

RULE 12. To constitute a championship match three out of five goals must be won by one of the competing teams, unless a different agreement be made by the captains, in presence of the referee, previous to the beginning of the match. Unless a goal be won meantime the referee shall call game at the end of each half hour. The rests between goals or when play is called at the half hour limit shall not be over five minutes. If three out of five goals be the game played, if at the final call of game by the referee one team shall have won two goals to none for the other, the winners of the two goals shall be considered the winners of the match. If there be a postponement by the referee the match shall be renewed where it terminated, but the personnel of each team must be the same.

RULE 13. A goal is won by the passage of the ball into the cage, where it must remain until removed by the referee. If any player interfere with the ball when it is in the cage, or removes or attempt to remove the ball from the cage, the goal shall be given to the opposing side, and he shall be ordered from the floor by the referee, and no substitute allowed in his place.

RULE 14. If the ball go out of bounds the referee shall blow his whistle to call game, and place the ball at the point opposite where it went out, at least four feet from the rail. In re-commencing play, the players who do so must stand in position to knock the ball lengthwise of the surface, with their backs toward the sides.

RULE 15. Game shall be called by the referee whenever a foul occurs. Upon the renewal of the game the ball must be placed where the foul occurred.

RULE 16. It shall be deemed a foul: 1, if any player stop or strike the ball when any part of his person is touching the surface; 2, if any player catch or bat the ball with his hands or arms, though he is permitted to stop the ball with either his skates, hands, arms, or any part of his person; 3, If any player, save the goal-tend, who may do so, kick the ball with his foot or skate; 4, if any player intentionally violates Rule 7.

RULE 17. Any act by any player that is manifestly intended as an unwarrantable interference by one player with another may be declared a foul by the referee, from his own observation, or upon complaint by the captain of the offended side.

RULE 18. Three fouls, other than when the ball leaves the bounds, made by either side during a contest for a goal, shall constitute a goal for the opposing side.

RULE 19. If a dispute shall arise upon the surface, it shall be settled by the referee and the two captains. The players shall immediately resume their positions on the floor, and take no part in the discussion unless called upon by the referee.

RULE 20. If the referee decides that a foul is made in the goal by the goal-tend, or by any player taking his place for the time being, it shall be adjudged as a goal for the opposite team.

RULE 21. If any club refuses to play a schedule game, or to abide by the decision of the referee, which in all cases shall be final, they shall forfeit the game, and be liable to expulsion from the league.

RULE 22. In case of an injury to any player, a substitute may be appointed.

RULE 23. All games shall be played upon regular rink skates, without any extra appliances, and having plain revolving boxwood rollers, not less than one and three-quarter inches in diameter, and not exceeding one inch in width, and no others will be allowed.

RULE 24. The skates of each club shall be examined by the referee before the game commences. No player shall be allowed to leave the surface, except in case of injury, without permission of the referee. When any player or his substitute returns to the floor his skates shall again undergo inspection by the referee.

RULE 25. In the event of any player using profane or obscene language upon the floor, or acting in any ungentlemanly manner, sufficient to attract the attention of the audience, he may be ordered from the surface by the referee, and no substitute shall be allowed in his place.

RULE 26. All championship games shall be commenced with a new regulation league ball, taken from a sealed box, bearing the signature of the Secretary of the League, by the referee of the game, in the presence of the audience. The winning team shall be the possessor of the ball.



RULES AND REGULATIONS FOR ROLLER SKATING RINKS.

1. Skating begins with one stroke of the gong, and ceases at two strokes of the gong.

2. No smoking allowed in or about the premises.

3. Gentlemen will not soil the floor with tobacco, and others will not be permitted to do so.

4. Crowding, loud talking, or other rude or noisy demonstrations are forbidden.

5. In putting on skates, see that the buckles are upon the outside of the foot.

6. No one should stand, even for a moment, upon the floor, within skating limits, or so as to obstruct the entrance to the surface or the view of others.

7. Never cross the floor in passing to or from a seat; always follow the direction of the skaters.

8. Spitting, or throwing any substance whatever upon the floor is dangerous, and will not be permitted.

9. Going up or down stairs with skates on is dangerous, and is strictly prohibited.

10. No cane, stick, string, or other similar article should be taken upon the floor.

11. In skating around the circuit all will observe a uniform direction, taking great care never to interfere with the movements of others.

12. No skater should stop, even for an instant, in the circuit, except to assist a lady.

13. Pushing, tripping, racing, tagging, or taking hold of others' garments, or any dangerous actions, are strictly forbidden.

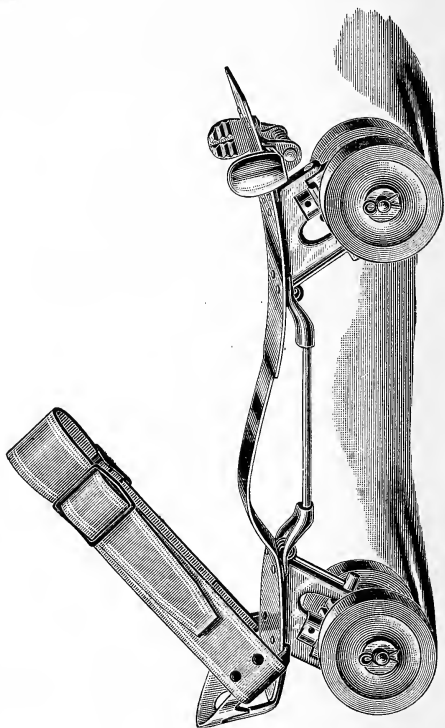
14. Most falls occur from the feet being parallel with each other, or nearly so, as in this position one foot cannot check the movement of the other; hence, before attempting to stand upon the skates, the beginner should place the heels together, with the feet at right angles, in which position they should *always be while getting up, sitting down, or standing upon skates.*

15. Skating by four, or more than two together, should be avoided, while skating in couples should be practiced as much as possible by all sufficiently advanced, as there is no way in which a lady and gentleman can make so graceful and attractive an appearance.

16. On removing the skates, return them to the skate room, with the heel strap of one skate buckled and tucked firmly into the buckle of the other skate, to prevent mismating.

17. A cheerful compliance with the above, and a careful regard for the comfort and enjoyment of others, is respectfully requested.

18. None but those known, or supposed by the management to be acceptable to a majority of the patrons, can be admitted and furnished with skates.



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Chapter III.—HYGIENE OF THE RINK—How to Catch Cold—How to Cure a Cold—Avoid Exhaustion—Avoid Tight Lacing—Avoid Ice Water—Position of the Body—One-Sidedness—Rapidity Incompatible with Grace—How to Practice—Dress.

Chapter IV.—THE ELEMENTARY PRINCIPLES—The Roll—The Compound Curve—The Lap-Foot—Change of Heel and Toe—Pivot-Foot—Reverse-Foot—The Extra Push—The Polka Step—The Turn—The Halt-Foot—The Split—The Whirl.

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THE past year has been a very eventful one in the history of Roller Skating. This attractive, healthful, and innocent recreation has taken such a firm and permanent hold on the American people that it is now fully recognized and established as the great National amusement.

The demand for good Roller Skates has been enormous, and far in excess of the supply thus far. This unprecedented demand has induced many persons to embark in their manufacture, and has resulted in throwing on the market a large number of cheap and worthless skates—most of them being poor imitations of the better class of goods, and consequently dealers, and most rink owners, have confined themselves to the purchase of skates made by the leading and older manufacturers, of which M. C. HENLEY, of Richmond, Ind., stands preëminently foremost as the most widely-known and largest manufacturer in the world.

We have heretofore noted in our columns that Mr. HENLEY has contributed more to the advancement of Roller Skating than all others by introducing to the public the celebrated MONARCH AND CHALLENGE

ROLLER SKATES, the most durable and complete skates ever put on the market. Not less than one million pairs of the Henley Skates are in actual use in the various leading rinks of this and other countries, and the continued and rapidly increasing demand for them attests their popularity and superiority.

The elegant new factory building, erected by Mr. HENLEY last year, has proved totally inadequate for the trade, and he has been compelled to build a very large addition—making a brick building, in the aggregate, 50x250 feet, four stories in height, slate roofed, with a fine 75-horse power engine, and completely fitted with an immense amount of new and most approved machinery. It has a capacity of turning out 2,000 pairs of Rink Skates, and 500 pairs of Club Skates per day, and giving employment to 300 skilled and efficient workmen.

A detailed description of the various kinds and styles of skates and skate goods manufactured at this famous establishment need not be given here, as their value, elegance of design and workmanship, durability, and general utility are too well known and acknowledged to require any commendation at our hands. Suffice it to say, that the HENLEY SKATE leads the trade, and has been adopted on its merits, and is in general use in most of the Rinks everywhere. It is quite a safe assertion that there are more of the HENLEY Skates in practical and successful use to-day than all others combined.

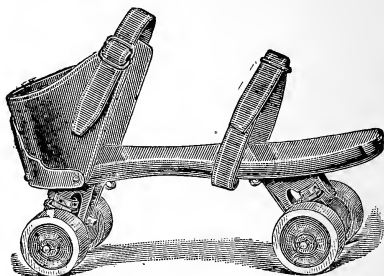
Mr. HENLEY is constantly making valuable additions and improvements on his skates and patents, and he will doubtless not only keep the manufacture of his goods up to their present high standard, but will, also, if it is

possible to do so, increase their efficiency and good qualities. He has recently perfected and placed on the market the new style skate, known as the "MONARCH," having an encased rubber cushion, which has been received with great favor. He is also making an elegant expert skate for fancy and acrobatic skating, and racing. The HENLEY Sidewalk Skate has also been placed on the market, and is a superior skate of the kind.

In concluding this very limited notice of the HENLEY SKATE, we wish to congratulate Mr. HENLEY on his great success in the past, and wish him continued and increased prosperity.



THE HENLEY MONARCH ROLLER SKATE.



**The Only Completely Boxed Rubber Skate
on the Market.**

**PRESERVES THE RUBBER
ABSOLUTELY FREE FROM OIL AND DIRT.
THE PERFECT SKATE.
THE EXPERT'S FAVORITE.**

**The Culmination of Years of Study, Practical Experience,
and Skatorial Skill.**

**Send 4c. stamp for 64-page Catalogue of Monarch and
Challenge Roller Skates, Rink Supplies, Skater's Outfits,
Polo Goods, etc., etc.**

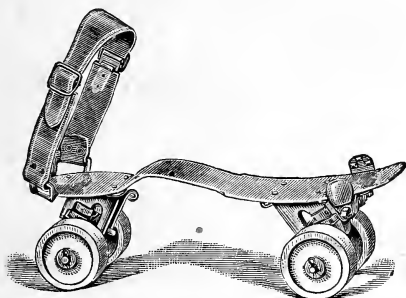
**No. 523 to 533 N. 16 St.,
RICHMOND, INDIANA, U. S. A.**

POINTS OF SUPERIORITY OF THE

HENLEY

MONARCH ROLLER SKATE

OVER ALL OTHERS.



By the use of rubber springs the requisite tilting or lateral motion is secured, and the skate is easily changed to suit a heavy or light person, and the skate will turn a two-foot circle, and all the wheels rest square on the floor.

The rubber springs being completely boxed, are absolutely free from oil and dirt, and fully protected from wear.

The truck and frame can be instantly removed by simply drawing back the coupling pin, which is held in position by a strong wire spring, and the rubber springs can be adjusted or replaced in a moment.

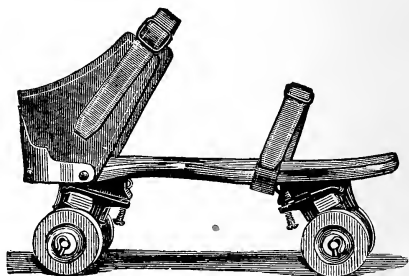
By the use of a tension screw the skate is easily adapted to persons of heavy or light weight.

The boxwood wheels are provided with metal boxes, making the skate very light running and durable. It is admirably adapted to amateur and fancy skating, as the tension of the rubber springs can be graduated to suit any skater.

It is symmetrical in its proportions, elegant in its style, of superior workmanship, strong and durable, and is

The Monarch Roller Skate of the World.

THE IMPROVED
Henley Challenge Roller Skate.



OVER 500,000 PAIRS
NOW IN USE.

This Light Running, Adjustable, Improved Roller
Skate is offered to the Public on Its
Established Merit.

The Success of the Past, a Guarantee of the Future.

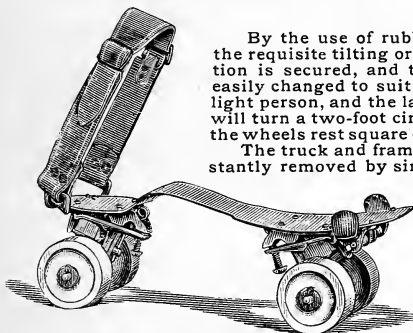
POINTS OF SUPERIORITY

OF THE



CHALLENGE SKATE

OVER ALL OTHERS.



By the use of rubber springs the requisite tilting or lateral motion is secured, and the skate is easily changed to suit a heavy or light person, and the largest skate will turn a two-foot circle, and all the wheels rest square on the floor.

The truck and frame can be instantly removed by simply draw-

ing back the coupling pin, which is held in position by a strong wire spring, and the rubber spring can

be adjusted or replaced in a moment. The **BOXWOOD WHEELS** are provided with **METAL BOXES**, making the skate very light running and durable. It is admirably adapted to amateur and fancy skating, as the tension of the rubber spring can be graduated to suit any skater.

It is symmetrical in its proportions, elegant in its style, of superior workmanship, strong and durable, and is **THE CHALLENGE ROLLER SKATE OF THE WORLD.**

Endorsement of Prof. Fletcher.

IN a recent letter, containing an order for a pair of Skates each for himself and wife, for use on the stage, Professor FLETCHER, who is acknowledged to be the best and most accomplished Roller Skater in the world, and whose wonderful, graceful, and phenomenal performances on Roller Skates have astonished and delighted vast audiences in Europe and America, says of the HENLEY SKATE :

“After having tried, I believe, every style and kind of Skate worthy of attention in this country and England, I freely pronounce the Henley Skate to be far superior to them all, and will use no other hereafter. It is lighter running, quicker in movement, and in every respect better than any other. You have my unqualified and hearty endorsement for your valuable Skate, and I am under obligations to you for furnishing me with what I have been seeking, namely : a perfect, graceful, and scientific Skate, not only eminently fitted for finest performances on the stage, but also for all practical skating, and especially for use in public halls and Roller Skating Rinks.”



BISHOP McTYEIR SAYS:

ALLOW me to commend to you and your readers the Roller Skating. It can—it should—substitute dancing as an exercise and amusement for the young people of both sexes. It furnishes in-door graceful, lively exercise, both muscular and nervous excitement, and leaves no excuse for dancing. I wish there was a skating rink in every village and boarding school.—*Letter to Christian Advocate, April 7th, 1870.*



Reasons Why
THE
HENLEY & ROLLER & SKATES
ARE THE BEST.

FIRST.

Because—They are easy-running, light, neat, and durable.

SECOND.

Because—They are made of the best material, are elegant in their proportions, and superior in style.

THIRD.

Because—By use of the pressure plate, they are easily adapted to persons of heavy or light weight.

FOURTH.

Because—Their wheels of Turkish boxwood, with Babbitt metal boxes, are far more durable and light-running, while every part is admirably in proportion, combining strength, durability, and symmetry.

FIFTH.

Because—They have been universally adopted when used in competition with any other style of skate, and stand unrivalled, and occupy the proud position of the MONARCH AND CHALLENGE ROLLER SKATES OF THE WORLD!

How to Order Goods.

Terms, net cash on delivery of goods. Freight or Express charges always to be paid by the purchaser.

☞ All goods sent C. O. D., unless the order is accompanied by P. O. Order, or Draft. When goods are to be sent C. O. D., one-third the amount must accompany the order.

☞ **Always give name of Express Company you wish goods shipped by.**

The Adams and United States are the only companies having offices in this city. These offices receive goods for all other Express Companies.

Goods may also be sent by Freight, if desired, when the order is accompanied by one-third the amount. A draft for the balance will be attached to the bill of lading and sent to bank for collection, and upon payment of same the bill of lading will be delivered to the purchaser.

It often occurs that goods shipped by freight are delayed in transit. To prevent such delays it is always best to ship by Express.

SPECIAL NOTICE.

☞ I request that all parties ordering sundries, parts, repairs, etc., will send **CASH IN ADVANCE**, to prevent any delay caused by sending invoice. In making remittances always send P. O. Order, Ex. M. Order, or Draft. No checks will be accepted.

☞ No order amounting to less than **TEN DOLLARS** will be filled unless accompanied by a remittance for the full amount. I do not wish to open any small accounts, as it causes such an amount of unnecessary and expensive detail. If too much money should be sent, the balance will be returned.

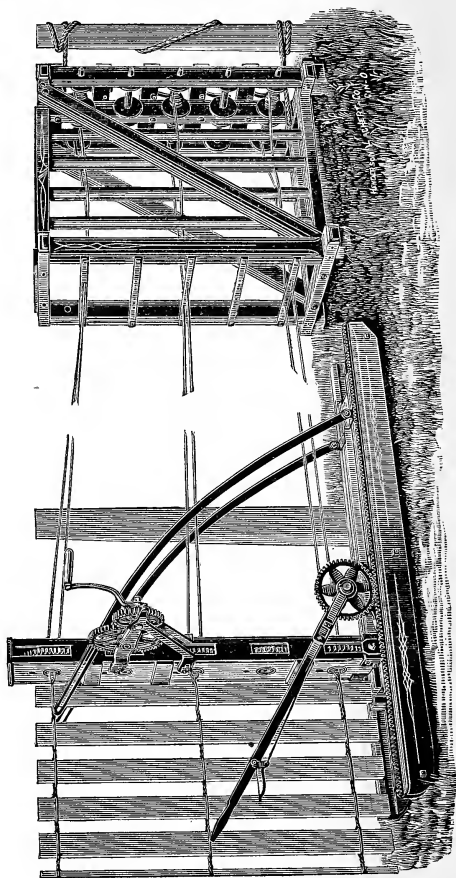
Valuable Hints for Skaters.

SKATING MADE EASY.

To learn to acquire the art, requires on the gentleman's part a not too tight cut pair of pantaloons of very strong grade of cloth, as the different positions in which he strikes at various times test to the fullest capacity that article of apparel in which his lower limbs are clothed. The lady skater should don her most springy bustle, put in a double amount of hair pins, and in such a manner that a sudden blow on the head will not drive them into her skull. Patched underskirts, torn Hamburg, and darned stockings, and old boots should be conspicuous by their absence. Man has been so arranged by his tailor, that when, in a moment of abstraction, he involuntarily sits down and slides along for a considerable distance, he preserves his same general appearance; but with lovely woman, under the same circumstances, how otherwise! A photograph of her after a disastrous tumble would not be recognized by her most intimate friend. Girls, when you skate, dress well. As a friend of the sex, I offer this hint. If you don't believe me, ask somebody else who doesn't lie as badly as I do. But don't give up skating. After you learn, you don't know how bewitching you look—when you don't tumble. There is no place that a woman looks so graceful as when skating—when she skates well. I will not except when she is trying to throw a stone. And boys, go and learn.

You have more amusements than the girls, but, nevertheless, go and learn. You can dance, and lie, and swear, and gamble, and get drunk, and smoke, and play billiards, but still roller-skating does well to fill in the spare time. I don't ever expect to be an expert skater, but I can help pay the bills and go home with the girls just as well as the best professional roller skater in America.

And aside from the fun of skating, the occasional tumble of some enemy will repay the outlay. There are few joys in this life here that can excel those ecstatic moments when you see your enemy, who has partially learned, and acquired the art of going quite rapidly, but has not learned that equally as necessary art—I mean of stopping. A skater will go ahead as fast as a boy to the dentist to have his first tooth out, but it is as hard for him to stop as it is the interest on the national debt. When occasion requires him to suddenly stop, he naturally rises a bit on the hind rollers, and then the fun begins. His heels shoot ahead, his head flies back, he describes circles with his arms in the air. He keeps pulling his heels back, but they won't stay. They rattle on the floor like tin thunder in a theatre. All the time he is going over backwards. He throws out his stomach, he bends his head forward, his knees crook, and finally his heels slip from the floor like a slice of raw liver from a plate, and, with a crash like a ten-strike in a bowling-alley, all of him lies on the floor in as wrecked a condition as is possible to imagine, and had you contrived the whole thing you could not have bettered it. Boys, learn to skate. There is lots to it that I have not even alluded to.—*Ahem!*



HENLEY'S MONARCH FENCE MACHINE.

HENLEY'S

➤ **MENARCH** ➤

FENCE MACHINE

PATENTED.

PERFECTION ATTAINED AT LAST

In a Fence Machine that any man or boy
can use, and make more and better
fence in one day than with any
other two machines in
the world.

I do not claim to have the only machine for weaving the wire and picket fence, as there are other machines in use which make the fence in strips or rolls of about 50 feet, and these are stretched from post to post and nailed up. The expense of such machines is beyond the reach of the average farmer, and besides this they can not make a fence that will in any way compare with the fence made by the MONARCH machine. There are other machines which attempt to make a fence somewhat similar to the MONARCH, but they have proven worthless and are flat failures as compared with the MONARCH, as will be fully shown by the following

COMMON-SENSE REASONS WHY

THE

HENLEY MONARCH FENCE MACHINE

Is the Best and Has No Equal.

1. BECAUSE the wire is stretched the full length of the field before the weaving is commenced.
2. BECAUSE any sized wire can be used, and with this advantage: using a large size wire, the strongest fence can be made.
3. BECAUSE any size, length, or style of picket, or slat, or board, can be used, weaving all equally firm and solid.
4. BECAUSE the picket or slat can be woven in more firmly and solidly than in any other machine.

5. BECAUSE it will make a fence over rough and uneven ground, or up and down hill alike, making as good a fence as on even, level ground.
6. BECAUSE the MONARCH machine stretches the wire tighter, thus making the strongest and best wire and picket fence.
7. BECAUSE any one can operate it, and there are no parts to get out of order or repair.
8. BECAUSE a boy can work it as well as a man, it being light and easily managed.
9. BECAUSE it is made of the very best materials, and, with proper care, will last a life-time.
10. BECAUSE the price is within the reach of every farmer.
11. BECAUSE it is the only machine that forces the slat or picket firmly against the wire, thus securing the slat in such a solid and permanent manner that it can not be pulled out, and breakage is impossible.
12. BECAUSE the fence made by this machine will turn all kinds of stock, and is much stronger than any barb wire fence, and completely obviates all danger of injury to stock; and finally,

BECAUSE it makes the handsomest, best, strongest, and most durable fence, and is the only first-class, practical Fence Machine in the world.

The foregoing are only a few of the points of superiority of the MONARCH FENCE MACHINE over all others, and a trial will convince any one of its merits, and that it has no equal.

The Henley Monarch Fence Machine

Will weave a handsome picket fence for lawns, gardens, and fronts of lots, and, with great rapidity and regularity, will make the most substantial fence for farms and stock ranches. The MONARCH machine is making a complete revolution in the methods of fencing. The fence made by this machine is destined to rapidly supersede all other styles and kinds of fence, both wire and board, and the cost of machine, and expense of fencing, puts it within the power of every farmer to enclose his land with the very best and most substantial kind of fencing, at a total cost far below that of any other kind.

AGENTS WANTED EVERYWHERE.

For prices of machines and other particulars, call on or address

M. C. HENLEY,

Patentee and Manufacturer of Henley's Roller Skates,

FACTORY BUILDING,
523 to 533 N. Sixteenth St.

RICHMOND, IND.

SEND 4 CTS.

For New 88-Page Illustrated Catalogue

OF

M. C. HENLEY'S

MONARCH AND CHALLENGE

ROLLER SKATES

SKATE SUNDRIES, RINK SUPPLIES, ETC.

MANUFACTURED BY

M. C. HENLEY,

NEW FACTORY, Nos. 523 TO 533 NORTH SIXTEENTH ST.

RICHMOND, IND.

The Seven Ages of the Roller Skater.

All the world's a rink,
And all the men and women merely skaters ;
They have their exits and their entrances ;
And one man in his time plays many parts,
His acts being seven stages : At first the ragged
Urchin, rolling 'round the sidewalk on one skate,
The terror of all the passers by. Then the
Beginner, led around the maple with
Awkward steps and sudden plunges, perspiration
Streaming from his every pore, a sight to look upon.
And then the callow youth, with cap on head
Bearing the word "Instructor," in gilt letters,
Whose duty 'tis, as he considers it, to skate
With all the pretty girls, and leave the struggling
Learners to themselves. Then comes the fancy skater,
The Professor, who travels all the country 'round
To fill engagements ; a tremendous hero—
In his own estimation. And then the fair
Young damsel, who glides around the floor as if
It was her native element and roller
Skating her usual mode of locomotion.
Then the mature matron, with gold eye-glasses,
Rolling around with stately dignity,
Gazing with calm placidity upon
The giddy throng. Last stage of all, that
Ends this short nonsensicality, is
Pater familias, or erst the "Governor,"
Who comes to bring the children,
But, having been enticed to put on skates,
Still comes, and comes, and comes again,
And seems to like it.

A. W. R.

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BY LIEUT. HUGH T. REED, U. S. ARMY.



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Second edition. This work is used as a text-book at many colleges, and by military men in every State in the Union. It is prepared from the best writings on such subjects as—Single and double rank exercises of a company, Battalion ceremonies, &c., for Infantry; Manual of the piece, &c., for Artillery; School of the trooper, mounted, &c., for Cavalry; Signal codes, Cipher signals, &c., for Signalmen; Target practice; Guard duty; Forms for courts-martial, Boards of survey, Affidavits, Reconnaissance, Military correspondence, &c., all as authorized by the War Department. Also the Articles of War; Constitution of the U. S.; Science and Art of War; Military, Martial and International Law; Field Fortifications; Customs of the Army, Pay, Rations, Cooking Recipes, Clothing; Riots; Volunteers; Militia; List of camp calls; Trumpet music; Forms for morning reports, Programs for competitive drills; Rules for organizing a company, &c., &c. Illustrated. Price, Leather, \$3.00.

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Or Calisthenics in a new form for Young Ladies—Embracing the Schools of the Group and Bevy, Manual of the Broom, Materials for Uniforms, &c. Price, Paper, 25 cents.

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INDEX.

	PAGE.
Introduction.....	3
Polo	5
Hints.....	8
Technical Terms used in Polo.....	15
Diagram of Polo Surface.....	16
Explanation of Diagram.....	17
Diagram of Polo Field.....	18
Constitution and By-Laws	19
Playing Rules—	
Western League.....	23
Ohio Valley League.....	28
New England League.....	34
New York League.....	39
Massachusetts League.....	44
New England, Southern New England, and Western New England Leagues.....	51
Rules for Roller Skating Rinks.....	58
Henley's Polo and Racing Skate.....	60
Polo Goods.....	62
Henley's Manual of Roller Skating.....	66
The Henley Roller Skate—Wonderful Growth of its Manufacture	67
Henley's Monarch Roller Skate.....	70
Henley's Challenge Roller Skate.....	72
Endorsement of Henley Skate by Prof. Fletcher...	74
What Bishop McTyeir Says.....	75
Reasons Why the Henley Roller Skates are the Best,	76
How to Order Goods	77
Valuable Hints for Skaters.....	78
Henley's Monarch Fence Machine	80
Henley's Illustrated Catalogue.....	85
The Seven Ages of the Roller Skater.....	86
Standard Military Works by Lieut. H. T. Reed....	87







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